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| CATEGORY | | **4**  **Advanced Proficient** | **3**  **Proficient** | **2**  **Developing Proficiency** | **1**  **Novice** | |
| **CONTENT:**  **Accuracy and appropriateness of information in the game** | | 1. Minimum of 40 questions 2. All units are represented 3. Questions relate to information that are learned in Social Studies this year 4. There are little to no errors in the questions | One of the three requirements for “content” are missing or not met  There may be few noticeable errors in the questions | Two of the three requirements for “content” are missing or not met  Noticeable errors distract from the game | Requirements for “content” are missing or are not met  Noticeable errors distract from the game | |
| **GAME PLAY:**  **Directions and objectives are clear** | | The directions are clearly written and present an obvious objective.  The directions demonstrate the students’ thorough understanding of the game.  The directions allow the players to complete the game without confusion. | The directions are clearly written and present evidence of an objective.  The directions demonstrate the students’ adequate understanding of the game.  The directions allow the players to complete the game with little confusion. | The directions are unclear and present little evidence of an objective.  The directions demonstrate the students’ minimum understanding of the game.  The directions do not allow the players to complete the game without some confusion. | The directions are unclear and lack an objective.  The directions demonstrate the students’ little or no understanding of the game.  The directions do not allow the players to complete the game without much confusion. | |
| **DESIGN:**  **Layout, creativity, and**  **attractiveness of the game** | | The layout/construction of the game enhances the content of the game.  The use of a variety of colors/design features enhances the visual appeal of the game and its components.  The use of a variety of features enhances the play appeal of the game. | The layout/construction of the game supports the content of the game.  The use of a variety of colors/design features increases the visual appeal of the game and its components.  The use of a variety of features increases the play appeal of the game. | The layout/construction of the game detracts from the playing of the game.  There is little use of a variety of colors/design features which detracts from the visual appeal of the game and its components.  There is little play appeal. | There is no obvious layout/  construction of the game.  There is a lack of the use of a variety of colors/design features which detracts from the visual appeal of the game and its components.  There is no play appeal of the game. | |

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